

ABSTRACT OF THE DISCLOSURE

METHODS AND APPARATUS FOR A CASINO GAME

5 A method for playing a game has the steps of establishing a plurality
of paths, each of which have a plurality of squares including a start
square, an end square, and a plurality of value squares. Randomly
traversing the paths to afford the possibility of two or more moves to
reach the end square. Allowing a player to select one of the paths.
Moving along the player selected path randomly, while awarding the
10 player the values associated with squares landed upon. The
randomness is by the steps of spinning a spinner, rolling a die or dice,
employing a wheel, flipping a coin, or the use of a random number
generator. The step of establishing a plurality of paths, each having a
plurality of squares includes using a stop square, squares which
15 cause additional movement. The steps of establishing intersecting
paths or establishing one or more squares having a game associated
with them are practiced. The method is in a casino game and a bonus
game for a base game.

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